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1 Papers: Integrating syntactic and prosodic information for the efficient detection of empty categories

Anton Batliner, Anke Feldhaus, Stefan Geißler, Andreas Kießling, Tibor Kiss, Ralf Kompe, Elmar Nöth

August 1996 Proceedings of the 16th conference on Computational linguistics - Volume 1

Publisher: Association for Computational Linguistics

Full text available: pdf(592.13 KB) Additional Information: full citation, abstract, references

We describe a number of experiments that demonstrate the usefulness of prosodic information for a processing module which parses spoken utterances with a feature-based grammar employing empty categories. We show that by requiring certain prosodic properties from those positions in the input, where the presence of an empty category has to be hypothesized, a derivation can be accomplished more efficiently. The approach has been implemented in the machine translation project VERBMOBIL and ...

Scaled log likelihood ratios for the detection of abbreviations in text corpora Tibor Kiss, Jan Strunk

August 2002 Proceedings of the 19th international conference on Computational linguistics - Volume 2

Publisher: Association for Computational Linguistics

Full text available: pdf(83.82 KB) Additional Information: full citation, abstract, references

We describe a language-independent, flexible, and accurate method for the detection of abbreviations in text corpora. It is based on the idea that an abbreviation can be viewed as a collocation, and can be identified by using methods for collocation detection such as the *log likelihood ratio*. Although the log likelihood ratio is known to show a good recall, its precision is poor. We employ scaling factors which lead to a strong improvement of precision. Experiments with English and German ...

Session 1: Viewpoint adaptation during navigation based on stimuli from the virtual
 environment

Szilárd Kiss, Anton Nijholt

March 2003 Proceeding of the eighth international conference on 3D Web technology

Publisher: ACM Press

Full text available: pdf(409.67 KB)

Additional Information: full citation, abstract, references, index terms

We consider the possibility of automatically modifying the user's viewpoint orientation for the purpose of enhancing the navigation experience. We concentrate on outdoor virtual environments where the terrain is uneven as well as certain cases of indoor at environment floors, respectively on environments where focus-drawing objects and different types of

obstacles exist. Most natural environments present these properties and virtual environments that are based on natural environments are in abun ...

Keywords: attention, automatic viewpoint adaptation, navigation, virtual environments.

4 Applications I: Dynamic testing of legacy code resources on the grid

Luigi Bitonti, Tamas Kiss, Gabor Terstyanszky, Thierry Delaitre, Stephen Winter, Peter Kacsuk May 2006 Proceedings of the 3rd conference on Computing frontiers CF '06

Publisher: ACM Press

Full text available: pdf(480.31 KB) Additional Information: full citation, abstract, references, index terms

The Grid Execution Management for Legacy Code Architecture (GEMLCA) enables the exposure of legacy applications as Grid services without code re-engineering and with minimum user effort. GEMLCA is integrated with the P-GRADE Grid portal that provides a user-friendly Web interface to convert legacy applications into Grid services, and to create, submit and monitor the execution of complex Grid workflows composed of legacy and non-legacy components. However, users cannot be sure that the selected ...

Keywords: grid computing, grid portal, grid service, legacy code, resource testing/monitoring

5 Recursive geometric structures in computer graphics

Marvin Kiss

April 2000 Journal of Computing Sciences in Colleges, Proceedings of the fifth annual CCSC northeastern conference on The journal of computing in small colleges,

Volume 15 Issue 5

Publisher: Consortium for Computing Sciences in Colleges, Consortium for Computing Sciences in Colleges

Full text available: pdf(14.98 KB) Additional Information: full citation, references, index terms

3D painting: paradigms for painting in a new dimension

Julie Daily, Kenneth Kiss

May 1995 Conference companion on Human factors in computing systems

Publisher: ACM Press

Full text available: pdf(217.76 KB) Additional Information: full citation, references, citings, index terms

7 Variable coupling of agents to their environment (abstract): combining situated and

symbolic automata George Kiss

December 1992 ACM SIGOIS Bulletin, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(57.43 KB) Additional Information: full citation, abstract, index terms

The paper identifies generality and power (processing work per unit time) as two major but conflicting requirements for the design of autonomous intelligent agents. A separation of these two concerns leads to the notion of a variable degree of causal coupling between parts of a mechanism and its environment in terms of space and time. An implementation strategy for variable coupling can be a layered architecture, where higher layers support generality and lower layers suppor ...

8 Towards a semantics of desires (abstract) George Kiss, Han Reichgelt



December 1992 ACM SIGOIS Bulletin, Volume 13 Issue 3

Publisher: ACM Press

Additional Information: full citation, abstract, index terms Full text available: pdf(44.96 KB)

Research in Distributed Artificial Intelligence (DAI) often considers the problem of how best to utilize multiple automated agents to accomplish a given task. A canonical problem, the Pursuit Problem (1), has been suggested as a useful tool for evaluating alternative approaches to the distribution of knowledge and control among intelligent, cooperative problem-solvers. Work on the Pursuit Problem has been carried out by several researchers; for example, Stephens and Merx (16, 171 compare alterna ...

Session 3: Uniscript: a model for persistent and incremental knowledge storage



Adorjan Kiss, Joël Quinqueton

October 2004 Proceedings of the the 1st ACM workshop on Continuous archival and retrieval of personal experiences

Publisher: ACM Press

Full text available: pdf(159.70 KB) Additional Information: full citation, abstract, references, index terms

We present in this paper a model of personal knowledge representation for lifetime storage.

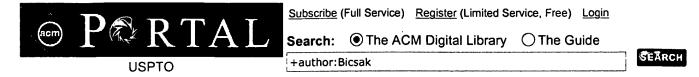
In the model we separate the knowledge layer from the resource layer. The knowledge layer consists of a network of atomic knowledge units situated in space and time. Resources are data packages (bit sequences) that can be rendered by some device into any human-perceivable form. The two parts complement each other: the knowledge network can be seen as annotations of the resource base (multimedia ...

Keywords: lifetime storage, personal knowledge modeling

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John Colter, Netscape Navigator

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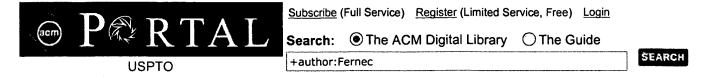
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John Colter, Netscape Navigator

• Enclose a phrase in double quotes to search for that exact phrase.

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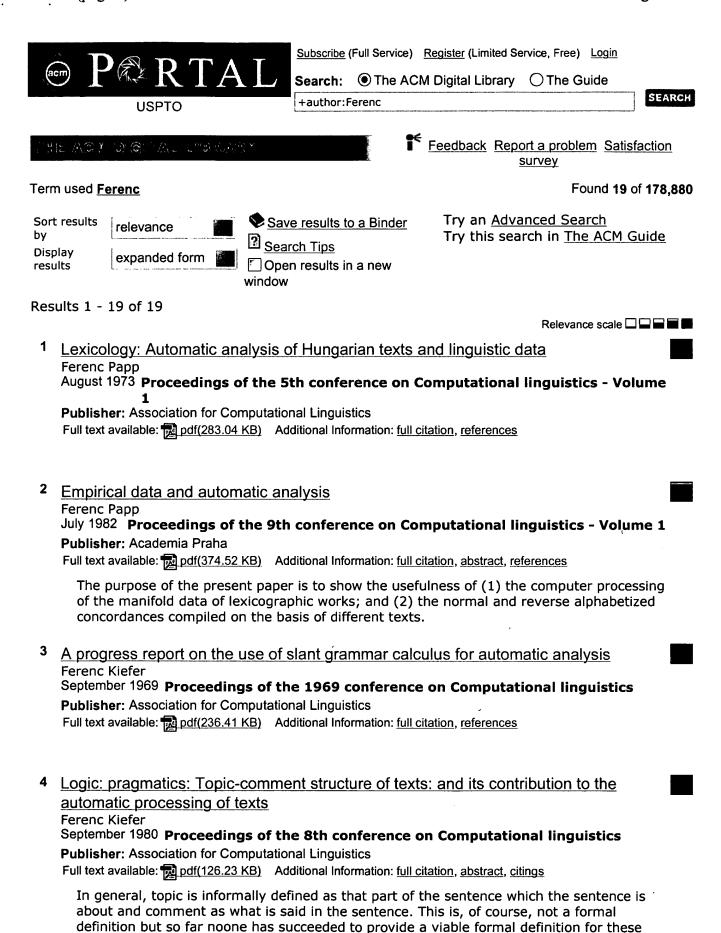
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museum +"natural history" dinosaur -Chicago

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notions. In the analysis of sentences and texts these notions can nevertheless be used

with considerable success.

⁵ A simulation aided solution to an MCDM problem

Ferenc Szidarovszky, Abdollah Eskandari

December 1999 Proceedings of the 31st conference on Winter simulation: Simulation--a bridge to the future - Volume 1

Publisher: ACM Press

Full text available: pdf(114.75 KB) Additional Information: full citation, references, index terms

6 Survey of code-size reduction methods

Árpád Beszédes, Rudolf Ferenc, Tibor Gyimóthy, André Dolenc, Konsta Karsisto September 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 3

Publisher: ACM Press

Full text available: pdf(443.89 KB) Additional Information: full citation, abstract, references, index terms

Program code compression is an emerging research activity that is having an impact in several production areas such as networking and embedded systems. This is because the reduced-sized code can have a positive impact on network traffic and embedded system costs such as memory requirements and power consumption. Although code-size reduction is a relatively new research area, numerous publications already exist on it. The methods published usually have different motivations and a variety of appli ...

Keywords: code compaction, code compression, method assessment, method evaluation

7 Real-time image segmentation for image-guided surgery

Simon K. Warfield, Ferenc A. Jolesz, Ron Kikinis

November 1998 Proceedings of the 1998 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: IEEE Computer Society

Full text available: html(25.41 KB) Additional Information: full citation, abstract, references, citings

Image-guided surgery is an application for which high performance computing is increasingly becoming a critical technology. Advances in image-guided surgery techniques have made it possible to acquire images of a patient whilst the surgery is taking place, to align these images with high resolution 3D scans of the patient acquired preoperatively and to merge intraoperative images from multiple imaging modalities. The application of these technologies has now become a routine clinical procedure i ...

Keywords: image-guided surgery, intraoperative imaging, nearest neighbour classification, template moderated segmentation

8 Real-time biomechanical simulation of volumetric brain deformation for image guided

neurosurgery

Simon K. Warfield, Matthieu Ferrant, Xavier Gallez, Arya Nabavi, Ferenc A. Jolesz November 2000 Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: IEEE Computer Society

Full text available: Additional Information: full citation, abstract, references, citings, index Publisher Site

We aimed to study the performance of a parallel implementation of an intraoperative nonrigid registration algorithm that accurately simulates the biomechanical properties of

the brain and its deformations during surgery. The algorithm was designed to allow for improved surgical navigation and quantitative monitoring of treatment progress in order to improve the surgical outcome and to reduce the time required in the operating room. We have applied the algorithm to two neurosurgery cases wit ...

Fast recognition of the nilpotency of permutation groups Ferenc Rákóczi April 1995 Proceedings of the 1995 international symposium on Symbolic and algebraic computation Publisher: ACM Press Full text available: pdf(478.77 KB) Additional Information: full citation, references, index terms 10 Computing normalizers in permutation p-groups Eugene M. Luks, Ferenc Rákóczi, Charles R. B. Wright August 1994 Proceedings of the international symposium on Symbolic and algebraic computation **Publisher: ACM Press** Full text available: pdf(710.89 KB) Additional Information: full citation, references, citings, index terms 11 A trie-based APRIORI implementation for mining frequent item sequences Ferenc Bodon August 2005 Proceedings of the 1st international workshop on open source data mining: frequent pattern mining implementations OSDM '05 Publisher: ACM Press Full text available: pdf(473.29 KB) Additional Information: full citation, abstract, references In this paper we investigate a trie-based APRIORI algorithm for mining frequent item sequences in a transactional database. We examine the data structure, implementation and algorithmic features mainly focusing on those that also arise in frequent itemset mining. In our analysis we take into consideration modern processors' properties (memory hierarchies, prefetching, branch prediction, cache line size, etc.), in order to better understand the results of the experiments. **Keywords**: APRIORI algorithm, frequent item sequence mining, trie 12 On benchmarking frequent itemset mining algorithms: from measurement to analysis Balázs Rácz, Ferenc Bodon, Lars Schmidt-Thieme August 2005 Proceedings of the 1st international workshop on open source data mining: frequent pattern mining implementations OSDM '05 Publisher: ACM Press Full text available: pdf(416.04 KB) Additional Information: full citation, abstract, references We point out problems of current practices in comparing Frequent Itemset Mining Implementations, and suggest techniques that can help to avoid the conclusions of measurements being tainted by these problems.

13 Building an Information and Knowledge Fusion System

Tamás Mészáros, Zsolt Barczikay, Ferenc Bodon, Tadeusz P. Dobrowiecki, György Strausz June 2001 Proceedings of the 14th International conference on Industrial and engineering applications of artificial intelligence and expert systems: engineering of intelligent systems IEA/AIE '01

Publisher: Springer-Verlag

Additional Information: full citation, index terms

14 Extending to multidimensional interfaces: Towards the next generation of 3D content



creation

Gerhard H. Bendels, Ferenc Kahlesz, Reinhard Klein

May 2004 Proceedings of the working conference on Advanced visual interfaces

Publisher: ACM Press

Full text available: pdf(243.26 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present a novel integrated 3D editing environment that combines recent advantages in various fields of computer graphics, such as shape modelling, video-based Human Computer Interaction, force feedback and VR fine-manipulation techniques. This integration allows us to create a new compelling form of 3D object creation and manipulation preserving the metaphors designers, artists and painters have accustomed to during their day to day practice. Our system comprises a novel augment ...

Keywords: AR, HCI, augmented reality, human computer interaction, mesh-editing

15 Rendering: Combining global and local global-illumination algorithms



György Antal, Roel Martinez, Ferenc Csonka, Mateu Sbert, László Szirmay-Kalos April 2003 Proceedings of the 19th spring conference on Computer graphics

Publisher: ACM Press

Full text available: pdf(250.06 KB) Additional Information: full citation, abstract, references

Global illumination algorithms can be classified as local and global transfer methods. Local methods find a single point (or patch) in a given step and transfer its radiance towards other point(s). Global methods, on the other hand, select the source and the target of the transfer simultaneously. Local methods are better if the radiance distribution is heterogeneous and the scene is sparse, while global methods can win for dense scenes of homogeneous radiance. This paper proposes the combination ...

Keywords: global illumination, stochastic iteration

16 Special issue on wireless pan & sensor networks: A novel scheme to interconnect



multiple frequency hopping channels into an ad hoc network

György Miklós, Ferenc Kubinszky, András Rácz, Zoltán Turányi, András Valkó, Miklós Aurél Rónai, Sándor Molnár

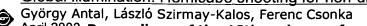
January 2004 ACM SIGMOBILE Mobile Computing and Communications Review, Volume 8 Issue 1

Publisher: ACM Press

Full text available: pdf(278.69 KB) Additional Information: full citation, abstract, references

Frequency hopping radios have very attractive features to be used as PAN links, but their use in ad hoc networking is problematic because of the difficulty to synchronize the channels and coordinate transmission attempts. We propose a novel mechanism to interconnect multiple frequency hopping channels into an ad hoc network based on an adapted version of CSMA/CA. The performance of the proposal is investigated using analytical and simulation tools. By using multiple channels, we achieve signific ...

17 Global illumination: Hemicube shooting for non-diffuse global illumination



April 2002 Proceedings of the 18th spring conference on Computer graphics

Publisher: ACM Press

Full text available: pdf(1.02 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

The hemicube is a classical tool to transfer the light power in diffuse radiosity algorithms. The main advantage of the hemicube based light transfer is that the visible patches can easily be identified by the graphics hardware. This paper extends the hemicube approach to solve the non-diffuse global illumination problem. In order to get rid of the quadratic complexity of classical radiosity algorithms and to allow specular surfaces without storing directional finite-elements, the original itera ...

Keywords: Monte-Carlo methods, finite-element techniques, global illumination, hemicube, stochastic iteration

Poster Session: Multiresolution rendering by sewing trimmed NURBS surfaces

Ferenc Kahlesz, Ákos Balázs, Reinhard Klein

June 2002 Proceedings of the seventh ACM symposium on Solid modeling and applications

Publisher: ACM Press

Full text available: pdf(1.11 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

Most of the industrial parts are designed as trimmed NURBS. For their efficient rendering multiresolution models are needed. To create such models without artifacts at the trimming curves, one needs to sew parts together along the common boundaries. Due to the problem of determining the geometric places in 3D space along the trimming curves where sewing should be done, current approaches need to have a priori neighbourhood information of the patches and this way they do not provide an automatic ...

Keywords: NURBS tessellation, error tolerance, gap closing, sewing

19 Bluetooth: A pseudo random coordinated scheduling algorithm for Bluetooth

scatternets
Andrée Béer

András Rácz, György Miklós, Ferenc Kubinszky, Andrés Valkó

October 2001 Proceedings of the 2nd ACM international symposium on Mobile ad hoc networking & computing

Publisher: ACM Press

Full text available: pdf(218.47 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The emergence of Bluetooth as a default radio interface allows handheld devices to be rapidly interconnected into ad hoc networks. Bluetooth allows large numbers of piconets to form a scatternet using designated nodes that participate in multiple piconets. A unit that participates in multiple piconets can serve as a bridge and forwards traffic between neighbouring piconets. Since a Bluetooth unit can transmit or receive in only one piconet at a time, a bridging unit has to share its time among t ...

Keywords: Bluetooth, inter-piconet communication, scatternet, scheduling

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Results 1 - 6 of 6	Relevance scale □ □ ■ ■	
1 THALES: a software package for plane geometry constructions with a natural		
language interface K. Fábricz, Z. Alexin, T. Gyimóthy, T. Horváth August 1990 Proceedings of the 13th conference on Computational linguistics - Volume 1 Publisher: Association for Computational Linguistics		
Full text available: pdf(301.09 KB) Additional Information: full citation, abstract, references		
THALES is a software package for plane geometry constructions, supplied with a natural language interface. Using THALES requires no knowledge of a programming language. The interface is capable of processing practically all kinds of instructions within the subset of plane geometry English. The "static semantic" module has been generated on the basis of a high-level attribute specification. Transportability, modifiability and generality the key issues of natural language interface design ar		
An efficient relevant slicing method for debugging Tibor Gyimóthy, Árpád Beszédes, Istán Forgács October 1999 ACM SIGSOFT Software Engineering Notes, Proceedings of the 7th European software engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-7, Volume 24 Issue 6 Publisher: Springer-Verlag, ACM Press		
Full text available: pdf(1.27 MB)	Additional Information: <u>full citation</u> , <u>abstract</u> , <u>references</u> , <u>citings</u> , <u>index</u> <u>terms</u>	

Dynamic program slicing methods are widely used for debugging, because many statements can be ignored in the process of localizing a bug. A dynamic program slice with respect to a variable contains only those statements that actually had an influence on this variable. However, during debugging we also need to identify those statements that actually did not affect the variable but could have affected it had they been evaluated differently. A relevant slice includes these potentially affectin ...

Keywords: debugging, dynamic slicing, relevant slicing

3 Generalized algorithmic debugging and testing

Peter Fritzson, Tibor Gyimothy, Mariam Kamkar, Nahid Shahmehri May 1991 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1991 conference

on Programming language design and implementation PLDI '91, Volume 26

Issue 6

Publisher: ACM Press

Full text available: pdf(1.00 MB) Additional Information: full citation, references, citings, index terms

Survey of code-size reduction methods

Árpád Beszédes, Rudolf Ferenc, Tibor Gyimóthy, André Dolenc, Konsta Karsisto September 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 3

Publisher: ACM Press

Full text available: pdf(443.89 KB) Additional Information: full citation, abstract, references, index terms

Program code compression is an emerging research activity that is having an impact in several production areas such as networking and embedded systems. This is because the reduced-sized code can have a positive impact on network traffic and embedded system costs such as memory requirements and power consumption. Although code-size reduction is a relatively new research area, numerous publications already exist on it. The methods published usually have different motivations and a variety of appli ...

Keywords: code compaction, code compression, method assessment, method evaluation

5 Generalized algorithmic debugging and testing

Peter Fritzson, Nahid Shahmehri, Mariam Kamkar, Tibor Gyimothy
December 1992 ACM Letters on Programming Languages and Systems (LOPLAS),

Volume 1 Issue 4

Publisher: ACM Press

Full text available: pdf(1.35 MB)

Additional Information: tull

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper presents a method for semi-automatic bug localization, generalized algorithmic debugging, which has been integrated with the category partition method for functional testing. In this way the efficiency of the algorithmic debugging method for bug localization can be improved by using test specifications and test results. The long-range goal of this work is a semi-automatic debugging and testing system which can be used during large-scale program development of nontrivial programs. ...

Keywords: algorithmic debugging, automated debugging, category partition testing, program slicing

6 Regular papers: Manually annotated Hungarian corpus

Zoltán Alexin, Tibor Gyimóthy, Csaba Hatvani, László Tihanyi, János Csirik, Károly Bibok, Gábor Prószéky

April 2003 Proceedings of the tenth conference on European chapter of the Association for Computational Linguistics - Volume 2

Publisher: Association for Computational Linguistics

Full text available: The pdf(294.67 KB) Additional Information: full citation, abstract, references

Current paper presents the results of a two-year project during which a consortium of the University of Szeged and the MorphoLogic Ltd. Budapest developed a morpho-syntactically parsed and annotated (disambiguated) corpus for Hungarian. For morpho-syntactic encoding, the Hungarian version of MSD (Morpho-Syntactic Description) has been used. The corpus contains texts of five different topic areas: schoolchildren's compositions, fiction, computer-related texts, news, and legal texts. During annota ...

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